How to / Trackmania / Mediatracker / Workflow

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Section 2: Tracks

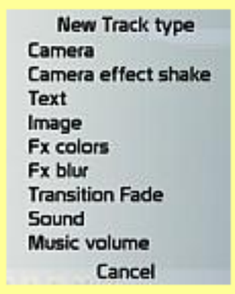
Now you can fill your empty clips with film action ;-)

Track

A "Track" is a single effect category you place into a *clip*. A *clip* can containt lots of different *tracks*.

Buttons / Keys
You can add (4) or delete *tracks* (5) for every clip.

Exercise continued...



Select your Clip with the mousebutton.
Press button (4) to add a Track for your clip.

Now you will be shown a popup window with lots of track categories (effects) to chose from.

Chose "Text" from the menu.

Section 3: Blocks & Keys

You've chosen to insert a "Text track" into your *clip* and now a *block* of 3 seconds length (default) was automatically inserted into the timeline at the bottom.

Block

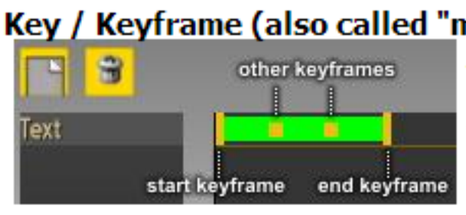
A *block* is a "piece" of an effect within a *track*, it's about what and how the chosen effect will be realised.. A *track* can contain multiple *blocks* after each other.

Depending on what *track type* you chose before, the body color of the Block will vary ("Text" for example is light green). The different colours provide a better overview over what's happening in the timeline.

Every *Block* has at least 2 key frames, a "*Start Keyframe*" and an "*End Keyframe*".

Of course you can place multiple blocks after each other into the Track. Each block is a "standalone" item and does not interact with another Block.

Key / Keyframe (also called "marker")



A keyframe is a single point of action in a block.

Whenever you want to enter values for your chosen effect in order to control what a block really does, you can only do this on keyframes.

Transition between keyframes
With different values on different keyframes, the mediatracker will always try to create a seamless transition between the values of 2 consecutive keyframes.

Careful: Due to the small icons on the screen , it can quickly happen that you didn't properly select a keyframe before editing values... all entered values will be lost !

Section 4: Keyframe values

How to define action in detail ! Exercise continued...

We will now change the values of they *start & end keyframes*. As soon as you select a *keyframe* (mouseclick), it gets white and the value section pops up at the left screen.

Change the values of start & end keyframe as described below.

Select the Start keyframe
Click on "TrackText" & enter text.
Then change ScaleX + ScaleY to "5".

Select the End keyframe
Change ScaleX + ScaleY:0

What is happening ?

The only difference between Start & End keyframe are ScaleX/Y values (textsize).

While playing, the mediatracker will automatically create a seamless transition between the 2 keyframes, which means:
The text size will be at 5/5 (Start keyframe) , then get smaller and smaller until it reaches 0/0 (End keyframe).
Attention !
Never forget to edit *start AND end keyframe values* to fully control your effect actions.

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